



Serious Sam

Introduction	4
Getting Started	5
System Requirements	5
Installing the Game	6
Running the Game	6
NETRICA	10
Controlling the Game	13
The Game World	16
Serious Sam Multiplayer	16
Multiplayer Modes	16
Multiplayer Setup	18
Tech Support	20
Credits	21
Software License Agreement	22



INTRODUCTION

At the dawn of the 21st Century, mankind makes a startling discovery. Beneath the sands of the earliest known human civilization, traces of another, even more ancient- but technologically advanced- civilization are uncovered. The profound scientific implications of this discovery leads humankind to the far reaches of the universe. Everything seems perfect- but too perfect to last.

In the year 2104, human civilization is attacked by countless deadly monsters, spawned from another dimension. In the battles that follow, humankind fights valiantly, but nothing can stop the monsters from coming. Earth's forces are steadily defeated, planet-by-planet, from Alpha Centaury back to their own solar system.

Because of his extreme bravery in battling monsters, Sam 'Serious' Stone becomes a legend. Wounded countless times- but never defeated- Serious Sam becomes a living symbol of the Earth's resistance against the advancing evil.

But, no matter how bravely the human armies fight, they are defeated, time and again. Attempts to defend the solar system fail and the Earth is now under direct attack. Humankind stares into the face of its own annihilation.

World leaders must now turn to their last chance- an ancient artifact called the 'Time-Lock', a relic from a long-forgotten race, imbued with the power to teleport a single person back in time. The choice of whom to send is obvious...

Serious Sam becomes the final hope for humankind. He must return to the past and change it to save his race from extinction from an evil force determined to purge the galaxy of all intelligent life.

GETTING STARTED

SYSTEM REQUIREMENTS

Minimum:

- AMD K6-3 400MHz or Celeron 300MHz
- 64MB RAM
- Full OpenGL compliant 3D accelerator
- 100% Windows compatible sound card Windows
- 95OSR2/98/98SE/ME/NT 4.0 (with Service Pack 5) or Windows 2000 operating system
- 150MB free hard disk space

Recommended:

- AMD Athlon 550MHz or Pentium III 550MHz range processor
- 128MB RAM
- Full OpenGL compliant 3D accelerator with 32MB RAM
- Creative Labs SoundBlaster Live
- 450MB free hard disk space

For Full Experience:

- AMD Thunderbird 800Mhz or Pentium III 800MHz range processor
- 256MB RAM
- Third generation full OpenGL compliant 3D accelerator with 32MB RAM

INSTALLING THE GAME

1. Quit all other applications and insert the Serious Sam CD into your CD-ROM drive.
2. Serious Sam will automatically display its installation screen within a few seconds. If autoplay is disabled, you will need to start the installation manually. This is done by double clicking the My Computer icon, then double clicking the CD-ROM icon in the window that opens. Double click on the Setup.exe file to begin the installation.
3. Follow the on-screen instructions to install the game.
4. Get Serious.

RUNNING THE GAME

When navigating the Menus, keep in mind that all menu screens have a Back Button as an Escape Shortcut.

MAIN MENU

The Main Menu consists of the following:

Single Player

Select Single Player to begin or continue single-player games.

Network

Select Network to set-up and play multiplayer games (see Serious Sam Multiplayer for more information).

Split Screen

Select Split Screen to set-up and play with multiple users on one machine.

1. Go to menu: Split Screen->Start
2. Choose type of game to play: Cooperative, Scorematch, or Deathmatch, and difficulty: Tourist, Easy, Normal, Hard or Serious.
3. Select level to start playing from.
4. You may adjust game rules under 'Game Options'
5. Press Start.
6. Choose at least 2 players to play with. Make sure you set up proper commands for each player.
7. When ready, hit Start.

Demo

Select Demo to view any of recorded demos, or record a new one. Start recording a demo by pressing F7. A Recording indicator will show on the screen. To stop recording, either go to the Demo menu and choose Stop Recording, or press F8.

Mods

Select Mods to start any installed mods within the Serious engine.

High Scores

Select High Scores to view High-Score table.

OPTIONS

Select Options to configure:

Video Options

Here you can choose to use default OpenGL driver, or 3DFX stand-alone driver (for users of older 3DFX chipsets). Under preferences you can choose from the following:

Normal: optimal settings for your card

Speed: for lower rendering quality and higher speed

Quality: for higher rendering quality and lower speed

All the settings are relative to your card capabilities, as detected by the game. You can also choose a resolution, bit-depth and whether to run the game in full screen or in window.

Audio Options

You can choose from three Sound System Options: Waveout, DirectSound, or EAX (only available on EAX-compliant cards like SoundBlaster Live). You can set the sound playback quality at 11kHz, 22kHz or 44kHz, or turn the sound off. Music volume and sound effects volume is adjustable separately.

Players and Controls

Select Players and Controls to switch current player and controls.

Network Connection

Select Network Connection to specify your connectivity.

Advanced Options

Select Advanced Options to modify advanced options in any of the four menus.

Execute Add-On

Select Execute Add-On for pre-configured Video Options to fit your CPU and RAM.

STARTING A NEW SINGLE PLAYER GAME

New Game

Click Single Player and select New Game to start a new single player game. Then select a skill level. You may choose between:

Tourist Mode: For casual, non-FPS players

Easy Mode: For those new to first-person-shooters

Normal Mode: For seasoned FPS players

Hard Mode: For fearless Serious Sam players

Serious Mode: Are you serious?

Custom Level

When a level is loaded for the first time (on any difficulty), it automatically appears in the Custom Level menu. This allows those who got stuck in that level (because it was too difficult to pass or too easy) to restart that level on any other difficulty.

Quick Load

Select Quick Load to access pre-defined Saved Games.

Load

Select Load for a choice of previously saved games to load. Note that each of the eight players has his/hers own saved games. If it seems that all your saved games have mysteriously disappeared, perhaps you have changed the player.

Training

Select Training to access the Serious Sam Training Mission.

Technology Test

Select Technology Test to access the Serious Sam Technology Test.

Quit

When exiting Serious Sam, you will see a prompt ("Are You Sure?"). Select 'Yes' to exit the game.

NETRICSA

NETRICSA (NEuroTRonically Implanted Combat Situation Analyzer) is a small computer implanted inside Sam's skull. Sam's NETRICSA is the best available of the wide range of such devices, common among modern head-to-head fighters. It is a neurotronical computer connected to the perceptual cortexes in his brain. The computer has all the access to his audio-visual experiences and can provide him with feedback. It is used to provide fast and simple access to all the necessary data and analysis for a skilled combatant, so that he/she can keep up to date with the situation and know what to do next. It translates texts, offers simple head-up-display directly to the visual cortex, tracks targets

and gives other kinds of help in fight and in general tactics.

In game, NETRICSA appears on your screen in two different ways: as a Heads-Up Display and as a full screen computer interface.

Heads-Up Display is active normally while you explore the area or fight. In the lower left corner, it shows your current ARMOR and HEALTH state. Next to it, your CURRENT WEAPON and currently carried amount of AMMUNITION for it is displayed. On the far right is an icon for each type of ammo you have and a small bar showing how much of that type do you have.

In the upper left corner is SCORE, showing the sum of reward money you have collected by eliminating your enemies and by completing other tasks. When a NETRICSA has a new message for you, you will hear a notification sound and MESSAGE COUNTER (upper right corner) with number of pending messages will appear below the account display. Then you can invoke NETRICSA full screen to examine the message.

On the center of the screen is NETRICSA's target detection display. A CROSSHAIR shows exactly where your weapon will hit, and it changes colors according to the state of your target. While you have no live target, it is WHITE. When you aim at a new enemy, it will become GREEN, and as you damage the enemy, the color will turn RED.

If you target an item that can be used or operated (e.g. a switch), a USE indicator will appear above the crosshair. Press USE BUTTON to operate the item. If you target an item that can be analyzed, an ANALYZE indicator will appear. Press use button to analyze the item. After analyzing it, a new message will appear with description of the results of NETRICSA's research.

To read any of the NETRICSA's messages, you can invoke NETRICSA fullscreen at any time by double clicking the USE BUTTON.

In fullscreen mode, NETRICSA shows four windows:

CATEGORY SELECTION in the upper left has five buttons allowing you to select one of the message categories: Tactical Data, Strategic Data, Weapons, Enemies, and Statistics.

MESSAGE LIST in the upper right shows list of messages in currently

selected category. Click on any message title to view the message.

MESSAGE TEXT in the lower right shows the message text, while

MESSAGE IMAGE at the lower left shows eventual visual information attached to the message. You can scroll both the message list and the message text with their accompanied sliders.

You can exit the fullscreen NETRICSA by either clicking on the EXIT button in the upper right corner, or by pressing ESCAPE or the RIGHT MOUSE BUTTON.

For optimal interface, Use/Call NETRICSA function is bound to the RIGHT MOUSE BUTTON. So with just that one button, you access Use and Analyze by single clicking it, call NETRICSA by double clicking it and also exit the NETRICSA by pressing that same button.

CONTROLLING THE GAME

Note: You can rebind controls in the Players and Controls Menu, or by manually editing the .ctl' files in 'Controls\' directory of the installation.

MOVING (DEFAULT CONTROLS)	
Move Forward	W or Arrow Up
Move Backward	S or Arrow Down
Strafe Left	Q or A or Arrow Left
Strafe Right	E or D or Arrow Right
Jump/Swim up	Space or R
Dodge/Swim down	F or C

COMBAT (DEFAULT CONTROLS)	
Fire	Left Mouse Button or Ctrl
Manual reload	Alt (works for Colt)
Next/Prev Weapon	[/] or Mouse Wheel Up/Dn
Flip Weapon	\ (Backslash) or Third (Middle) Mouse Button
Knife	1 (second keystroke will spin knife in hand)
Colt/Two Colts	2
Single Shotgun/Double Shotgun	3
Minigun/Tommygun	4
Rocket Launcher	5
Grenade Launcher	6
Laser	7
Cannon	8

Note: The following shortcuts cannot be rebound in the Menu, but only by manually editing the file Controls\System\Common.ctf:

KEYBOARD SHORTCUTS	
Console	F1
Menu Save	F2
Menu Load	F3
Menu Controls	F4
Quick Save (up to 8 saves per player)	F6
Quick Load (loads last saved game)	F9
Screenshot	F11
StartDemoRec	F7
StopDemoRec	F8

Note: The following shortcuts are hard-wired and cannot be changed:

Activate Menu	Escape
Activate Console	F1 or `~' (Tilde)
Pause Game	Pause
Toggle Fullscreen	Alt-Enter

THE GAME WORLD

Please refer to the HTML version of the Serious Sam manual - included on the game disc - for complete listings and descriptions of all monsters, weapons and items.

SERIOUS SAM MULTIPLAYER

GENERAL:

- TCP/IP play supported both in LAN and on the Internet
- Split-Screen for multiplayer on one computer, even without network
- Supports GameSpy, for easier location of servers and co-players on the Internet
- Up to 16 players in one game
- Up to 4 players on one computer (Split-Screen)
- You can join network games using Split-Screen to allow more than one player to play from one computer

NETWORK SPECIFIC:

- You can run a standard server (where you play) or a dedicated server (just a simple program that automatically runs in a console window).

MULTIPLAYER MODES

COOPERATIVE

In standard Cooperative mode, players play together against enemies. Optionally, you can allow/disallow players to accidentally harm each other (friendly fire).

You can play custom levels of your choice, or play an entire game together, from the beginning to the end.

Optionally, you can allow items (health, weapons, ammo) to be picked by all players, so they don't have to split them.

DEATHMATCH-SCOREMATCH

Deathmatch on score. For each item you pick up your own value is raised by the value of that item (shown when picked up). Also, your value slowly increases with time, faster if you are standing still than if you are moving. When you kill someone, his value is added to your score, and half of his value is added to your value.

In short, the longer you live, the more items you pick up, and more you kill, the more valuable you will be for the one who kills you. So, it is not worth killing people who just respawned. Let them live longer and build their value up.

Also, if you kill yourself, your value is subtracted from your own score.

A Scorematch game can be set on a time limit or score limit base. Person with highest score at the end wins.

DEATHMATCH-FRAGMATCH

This is standard Deathmatch mode. For every kill, you get one frag more; if you kill yourself, you lose one frag. A Fragmatch game can be set on a time limit or frag limit base. Person with most frags at the end wins.

MULTIPLAYER SETUP

Select Network from the Main Menu for hosting or joining a LAN or Internet game.

The Network Menu allows you to:

JOIN GAME

To join a Network game:

1. Go to menu: Network->Join Game
2. Choose to 'Search LAN' or 'Search Internet' to list available servers and select a server from the list. If no servers show up, try pressing 'Refresh'. If you know exact address of the server you want to connect to, you can instead choose 'Specify Server' and then type in the address.
3. Choose proper connection settings, depending on what kind of connection you have. (modem, ISDN, LAN)
4. Choose player(s) to play on this computer.

If you select 'Observer' you cannot play, but you can watch other players.

Normally, you just select one player. If you choose more than one player under 'Number of players', you can play in Split-Screen mode. Make sure you set up proper commands for each player.

5. When ready, hit Start.

START SERVER

To host a LAN/Internet Game:

1. Go to menu: Network>Start Server
2. Choose type of game to play: Cooperative, Scorematch, or Deathmatch, and difficulty: Tourist, Easy, Normal, Hard or Serious.
3. Select level to start playing from.
4. Choose maximum number of players allowed to join a game.
5. If you choose 'Wait for all players', game will not start until all players join.
6. You may adjust game rules under 'Game Options'
7. Press Start.
8. Choose player(s) to play on this computer:
 - If you select 'Observer' you cannot play, but you can watch other players.
 - If you select 'Dedicated' you cannot play on the server computer. This improves game performance for other players.
 - Normally, you just select one player to play on the server.
 - If you choose more than one player under 'Number of players', you can play in Split-Screen mode on the server. Make sure you set up proper commands for each player.
9. When ready, hit Start.

By default, all servers are visible both on the Internet and in the LAN. If you have your Internet connection on, players on the Internet will see your server and be able join.

QUICK LOAD

In Network mode, Quick Load can be performed by the server only.

LOAD

In Network mode, Load can be performed by the server only.

TECH SUPPORT

Having a problem getting your game to run? Problems with DirectX? Sound kind of non-existent? Please check out the file readme.txt on the Serious Sam CD for last minute information and answers to frequently asked questions (FAQ's).

Do you want to ask a specific technical question? E-mail us directly at Support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday - Friday from 9 a.m. to 5 p.m. Eastern Time.

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